nearly every word processor, editor and any other utility. Instead of recording macros for every application, it's easier to record the macros once with Magic Word. Only you, the author, can be the man who will use application stoo. The use of Magic Word is on limited by the ideas of the user. This versatility can be used, especially over replacing words. So you can let Magic Word type your address simply by typing "adm" in any application. Magic Word can also be used as a simple database because you get access to information by typing keywords. The access is done rather quick by hashing. Author: Uis Flesch Path: utilities/Magic Word/

Patch Alert ? ? Patches function Alert() This program patches the exec library function Alert(), so you can remove fail in tasks/programs, continue them, display the original alert etc... Author: C. Besko Path: utilities/Patch Alert/

Start Up-Menu 1.5 Customizable start up utility This utility produces a decisive menu (re che choice the in quits) on start-up which is fully customizable and offers an unlimited number of gadgets/choices. Author: Lee Kindness Path: utilities/Startup-Menu/

Flip It 1.2 Flip through screens via hotkeys. Commodity that lets you install hotkeys for flipping through screens. Flip It lets you specify a hotkey to push the front most screen to the back, and a hotkey to bring the rear most screen to the front. This is useful when using programs that do not have depth gadgets on their screens. Author: Michael J. Barsom Path: utilities/Flip It/

Injector 2.00 Inserting up to events as if typed from kbd-hotkey, hotkey-to-commodity, hotkey configurable that enables you to one call sorts of things as if they were typed on the keyboard. Totally rewritten since versions 1.x. Has a nice prefs program. Full localization and ARexx support. Binary only. Author: Frederic DELACROIX Path: utilities/Injector/

PutChar 2.1 Utility like PopChar on the Macintosh. This program is a utility like PopChar on the Apple Macintosh. PutChar enables you to use all ASCII-codes in any application, whether the codes is in the current keymap or not. The possibility of loading fonts allows you to work reasonable even with fonts that do have the standard character set, e.g. foreign fonts, Greek letters or mathematically symbols. PutChar runs on every Amiga, but takes also advantage of the powerful system libraries and Kickstart 2.0. Author: Uis Flesch Path: utilities/PutChar/

Screen2IFF-1.03 Save fronts screen to IFF file with hotkey. A commodity that enables you to save the fronts in full fitch screen by pressing a hotkey. English and French Amiga Guide docs provided. Author: Frederic DELACROIX Path: utilities/Screen2IFF/

Yak 1.59 A multi-purpose commodity. Yet Another Kommodity. Features as mouse hatonly, activates when the mouse stops. Key Activate windows, click windows to front or back, cycle screens with mouse, mouse and screen blanking, close zoom, iconify, enlarge windows with program table hotkeys and a photo the configurable hotkeys. Fully localized English language but in and provided catalogs for Dutch, French, German, Italian and Swedish. Documentation in English, French, German and Italian. Includes installer scripts and C source. Author: Gaël Marziou Martin W. Scott Path: utilities/Yak/

ADoc 4.00 An hypertext-like help utility. ADoc is an utility that allows you to manage all kinds of documentations on any subject. It is able to automatically start search in a word selected by a mouse click, and to work on several documentations files at the same time. ADoc can display a picture beside the text, use straight the AutoDocs and Amiga Guide files (as well as PowerPacker compressed files) and maybe controlled via AREXX. Author: Denis Gounelle Path: utilities/ADoc/

File Chop 1.0 Splits and rejoins files. Splits multi-megabyte files up into pieces so they fit on floppies. Author: Charles Pham Path: utilities/FileChop/

Info 1.32 Extended Amiga DOS INFO command. To display extended information about the file systems(s). Author: Trevor Andrews Path: utilities/Info/

PS 1.34 Lists info about tasks and processes. Lists information about tasks and processes currently in the system. Author: Trevor Andrews Path: utilities/PS/

Stats 1.24 Enhanced replacement for the STATUS cmd. STATS is much like the STATUS command but has the following improvements. STATS tells you if a process has been running in the background by printing the "flag in front of the process number. STATS displays where suitcase sofa process (if you specify the -R option). STATS prints the arguments of the command (if you specify the -EXT option). STATS allows to search for a command by NAME by ARGUMENTS by both NAME and ARGUMENTS and also supports PATTERN MATCHING. STATS will show you the CURRENT IO of a command (if you specify the -CI option). Author: Dominique Lorre Path: utilities/Stats/

Bush 1.2 Produces directory listing like "Tree" Many of you may have seen Tree on PC machines. Bush is similar to Tree. Bush produces directory listings showing the structure of a directory and all sub-directories. Why Bush you may ask, we already have DTree on the Amiga? Simple speed and simplicity. Bush's advantages over DTree: - Speed up to 15% -> faster. - Does not require WB 2. - More compact output. - Additional features - size display - protection display. However there are some trade offs, there is no colour option and no support for PC fonts (Bush's use Bank on WB-earth, does a simple tree need colour and colored branches?) Author: Lee Kindness Path: utilities/Bush/

Eco Disk 1.19 A user-friendly file manager. A user-friendly file manager (gadgets, menus). Includes a lot of useful functions: play modules (4 different types), read files, execute standard dos functions, Binary only. Author: Thomas Pirmele Path: utilities/Eco Disk/

Quick Tools 1.1 CD & find file/dirs quickly via database. Quick Tools is the tool-package for the hard disk-owner who is tired of waiting long path names when changing directories and who does not have the time to search for files manually. Quick Tools consists mainly of four small utilities and a library where the search routines are. All search routines support standard Amiga DOS wildcards. The utilities are: Qcd: Change directory by only writing enough of the directory name to identify it. The directory can be anywhere on the hard disk. Qfind: Search for files. QPopCom: modify file and pipe directory searching. QMan: About man information utility using the database to locate the documentation file for a specified program. Author: Eivind Nordseth Path: utilities/QTools/

FMath 40.4 Replacement for the math libraries. This set of libraries is a replacement for the original libraries by Commodore. They are written in highly optimized assembler code using the 68881/68882 FPU chips and the 68040 FPU directly without any emulation or compatibility overhead. Software are much faster, much smaller and still 100% compatible. Author: Martin Berndt Path: utilities/FMath/

DBB 1.1.9 DBB is a digital logic circuit simulator. Digital Breadboards at UGU digital circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND and NOR gates, NOT and XOR gates. D, JK and SR edge-triggered flip-flops, multiple independant clocks, switched and pulse inputs, outputs, Vcc, GND, independant 4-channel trace scope, event counters, variable speed timer, preferences printing and more. Includes combinational logic designs utilities. Author: Dan Griffin Path: utilities/DBB/

DOSPrefs 2.0 Small commodity with three functions. DOSPrefs is a small commodity with three functions: 1. Control the "Wait star" flag of the Amiga OS 2.0+ dos library. 2. Control the "Notick" flags of the Amiga OS 2.0+ trackdisk.device. 3. Provide a fail new "Unvolrs" feature. Author: Norbert Puschel Path: utilities/DOSPrefs/

FTP 2.00 Pseudo FTP session to CD-ROM access. This program was originally set up for a BBS to be able to access a CD-ROM online via a door. It simulates an FTP session and is perfect for use to get files off the Aminet, Fred Fish, Frozen Fish, TCD collections. The program is a utility that allows you to DO, LIST, DIR, GET, VIEW, and other commands on the CD-ROM. This program is shareware with a fee of $10 if you decide to use it. Not only does the program allow you to move around, you can grab files, and even view the contents of archives (ZIP, LHA, LZH, LZ, ARC, and ZOO are supported) and read me files. The versatility of this program extends beyond the CD-ROM access since you can use it to access any directory tree in the same manner. It is perfect for a BBS, allowing the user to move down a directory tree but prevents him from accessing other parts of your system. The Amiga Zone BBS (0.99.3.81-B) is the primary support BBS. Author: Tony Preston Path: utilities/FTP/

Kalender 2.2 A small calendar program. A small but powerful calendar program. Author: Kai-Hofmann Path: utilities/Kalender/

KingNum 1.1 Converts decimal numbers into Kingonian, converts decimal numbers that you give in from hand Kingon. The English equivalent would be a program that When you give it 53.1, returns "five hundred and thirty-one". The source is used for my number-system data only, included the suffixes for huge numbers up into the millions range, so the highest number can translate into Kingonian is 9.999.999 - but so can it translate decimals, as those were not covered in the Kingon Dictionary either. Author: Sean Martin Newton Path: utilities/KingNum/

NoAGA 1.0 Run older programs without changing screen mode. NoAGA is designed for Intel demos, intros, tools etc. on your AGA-machine without changing the screen mode or rebooting the system. Considers caches, VBR, sprite modes, FAST MEM, Checks for destroying screen-hacks. Works on chip support (Aga Icon). Author: Uwe Schilling Path: utilities/NoAGA/

Note It 1.4.1 Post It note pad program. Post It note pad program. Author: Ryan J. Bruner Path: utilities/Note It/

Palette Tool 1.4.3.0 AGA public screen palette tool. Palette tool that opens and operates on the default public screen - has a GADTOOLS based user interface with keyboard equivalents for many of the program functions. Features include full 8 bit RGB support, full Amiga DOS 3.0-compliant locked open project mode as well as standard "free" mode, and fully integrated color by name selection. With a built in database of 507 colors. Supports the following actions: colors spread (multi-directional), individual color copy, individual color exchange, rotation of palette in both direction, cycling of entire palette in both directions with adjustable cycle speed, and individual color "show" (flash selected color). The user interface consists of separately controllable windows for main functions, color palette (2 sizes), and "color by name" selection. Features a single level "undo" capability, contained within color cycling controls. Also available from the programs control state. Features a pop-up of pick a pen color from anywhere on the current screen (using the mouse pointer and either the select or pick mode - mouse-button). This type of color "pick" can also be used within the copy, spread and exchange actions. Also features a "panic" restore button (and keyequivalent) so you can restore the palette to how it was at program start. Author: Timothy B. Kreuzer Path: utilities/Palette Tool/

Time Planner 1.0 Events sender and/or program launcher. A simple but powerful scheduled events deamon. Sits in the background and notifies you of pre-programmed events (described in an ASCII-config file), can also start batch files at preset dates and/or times. Author: Laurence Vanhelsuwe Path: utilities/TimePlanner/

APPVM 0.95 System patch for true virtual memory. Application Virtual Memory. A better than nothing demand paged VM service for application summitions systems with VM. Uses some spare hard disk space for as well as a RAM. Author: Laurence Vanhelsuwe Path: utilities/AppVM/

ARTM 2.04 Display and controls system activity. Amiga Real Time Monitor. Displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, returns, vectors, memory, mounts, assigns, locks, fonts, hardware, resets, all-in-System Monitor and display the last Alert. Author: F. J. Mertens Dietmar Jansen Path: utilities/ARTM/

HeartBeat 1.0 Generic system call analysis tool. Lets you snooping ANY library, device, or resource calls, whether system or third-party, as long as you've got a standard Commodore "FD" file for it. Author: Laurence Vanhelsuwe Path: utilities/HeartBeat/

ISAN 1.2 Real time program opcode stream analyzer. Allows you to monitor any Tasks, instruction stream in real-time. Lets you find out for example, whether a program uses any 020/030/040/881 instructions, or whether it's most likely compiled or not. Outputs in the form of a bar graph window and/or a Screen display, gadget 640x256 or 640x200. Supports opcode groups, opcode groups, opcodes, mapping opcodes. An ASCII configuration file defines which individual opcodes or opcode groups you're interested in snooping on. Author: Laurence Vanhelsuwe Path: utilities/ISAN/

Mid Mouse 1.0 Maps a key to the middle mouse button. Maps a specified key press (default to F10) to the middle mouse button. So users without a 3-button mouse can use features normally not available to them. Works with DiWork (got no other programs to test on). Author: Lee Kindness Path: utilities/mouse/Mid Mouse/

Pack It 1.1 a CLI front-end for PowerPacker + wildcards. Pack It is a CLI only program to replace the crunch and decrunch commands that came with PowerPacker (Copyright Nico Francois). Pack It features: 1) Single command for crunching and decrunching 2) Automatic crunching of decrunching of data files depending on whether it's already crunched or not. 3) Files can be encrypted, and passwords can be entered on the command line or via a requester. 4) Will not crunch executables unless told to do so. Note: Pack It will only crunch the executables as data files you will not be able to run them. 5) Automatic replacement of source file unless a destination is given. 6) Directories can be specified as a destination, in that case files will be crunched/decrunched into that dir. 7) Allows use of wildcards to crunch/decrunch whole directories. 8) Automatic adding and removing of .pp suffixes (from/to data files). 9) Icon files will not be crunched unless you want them to. 10) Default options can now be stored in ENV:Pack It. Author: Michael J. Barsom Path: utilities/Pack It/Pack It/

ARexx Super 1.10 ARexx port testing tool. An all-purpose mouse-controlled localized ARexx communication program. All done via a nice GadTools interface. Documentation in Amiga Guide format. Use full for testing and debugging ARexx interfaces. Author: Frederic DELACROIX Path: utilities/ARexx Super/

VT 2.65 A comprehensive visual utility package. A very good visual checker, how very all the documentations in German. Author: Heiner Schnegg Path: utilities/VT/

Appl Size v0.72 "Application gets how size of disks, etc. New, localized version of the Application utility that gets the size of disks, directories, files. Gives the size in bytes, blocks and the actual size occupied. Supplied with a French catalog, includes English documentation in Amiga Guide format and French documentation. Also offers several new enhancements. Author: Gérard Cornu Path: utilities/Appl Size/

Font Prefs 2.8 Font preferences done Alternative to the standard fonts preferences program. Author: Martin Stengle Path: utilities/Font Prefs/

Icon Calendar 1.0 Shows date and month in an Application Icon. This small program shows the current number of the month and month name in an Application Icon. Month names can be translated to any language. Author: Mika Kuusela Path: utilities/Icon Calendar/

Show Font 1.1 Versatile Font-viewing utility. Show your available fonts in a comfortable way. Features: Shows bitmapped and Compugraphic® outline fonts. Easy selection of fonts outside the fonts drawer. Shows colored fonts in their natural colors. Presents fonts in all screen modes. The surface changes its size automatically to fit on the screen. You are also able to open Show Font on the Workbench or on a public screen. You have the choice to look at all drawable chars, after the string you have saved in the preferences file, or at the chars you are typing in a gadget. Additional information about the height, width, number of bitplanes and proportional fonts is given. Fonts can be presented normally, italically, bold or underlined, plus much more... First public release. Binary only. Author: Uwe Schilling Path: utilities/Show Font/

Tool Type 2.14 Edit Tool Types easily. A program to make it easier to edit tool types in icons. Tool Type will read the tool types from an icon file and let you use your favorite text editor to change or add to the tool types. Tool Type can be run from shell, Workbench, or set up as an application. Includes an option to sort the tool types alphabetically. Author: Michael J. Barsom Path: utilities/Tool Type/

To Be Continued.....

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versions for -68020 without FPU (stock A1200 and A4000030) -68020 with FPU (improved A1200 and A4000030) -68040 (stock A4000040) Smart contiguous Helpext (displayed on screen banner) for the Zoom In and Center actions Recommended use with my Palette Tool and PST programs (!) Tested OK using the Enforcer Guru Meditation Analyzer @dephi.com Path: gfx/tool/Fraga/

CopperControl 1.0 Allows used of your own copperlists COPPER CONTROL is a small program (3844 bytes) which gives you the possibility to use your own copperlists instead of ANY NUMBER of colors in any resolution Screen like Workbench screen for example. You can easily design your copperlists for Copper Control with the editor Copper Control Editor (CCE-ED) No additional memory is used (sight use) No Assembly Tricks This done with Amiga Operating System. A Hendrix Germanversion could be available. Author: Nadir Bouassa aka Pathpix/misc/Copper Control/

MJ1.3 Animated biological Evolution Simulator An animated biological Evolution Simulator based on natural selecting of genetic characteristics. Uses two Screens one for the animated ecosystem, the other for loads of real-time graphical statistics. Depending on global parameters, will exist chaos, boom-bust cycles, damped oscillations, etc.. Has AREXX Support Author: Laurence Vanhelsuwe Path: gfx/misc/Megaliter/

MiniMorph 1.1 Is a small morphing package. A little morphing package written in assember, based on Morph Version 2 by Lee Wilke (many fun user interface). Now supports 16-256 shade grey scale images. Binary only, includes some demo images to work with Author: Philippe Banwarth Path: gfx/misc/Mr Morph/

EDUSHOW 0.9 Slide show program for presenting contents Educational Slide Show program specially designed for classroom type presentations. Uses a technique of color fades within HF-slides to pulsate across concepts, multi-part diagrams, relationships, etc. Demo presentation and source included. Author: Laurence Vanhelsuwe Path: gfx/show Edu Show/

jpegAGA 1.0 Highest Quality JPEG viewer jpegAGA is, at this time, the highest quality JPEG viewer (fast as a map-file for that big pic is available). To use it you need the AGA chipset, a 68020 or higher processor and OS 3.0 or higher. This program uses the HAM8-mode, gray-scale display, will use 256-color-mode. Author: Gunther Rohrich Path: gfx/show jpegAGA/

P-View 2.2 Ability LIB View er for OS 1.3/2.3 Ability LIB View er for OS 1.3/2.3, capable of displaying all AGA and pre-AGA View er modes correctly. On non-AGA machines, or when the correct monitor is not available, an AGA picture will be shown in the best mode possible using built-in defaults. Author: Chas A Wyndham Path: gfx/show P-View/

SuperView-Lib 6.5 Modular graphics viewing shared library. Superview-Library is a modular and shared library system for loading, saving and displaying of various graphic file formats via dedicated device-like libraries (SV Objects). Supports graphic cards/frame buffers via various external driver libraries (SV Drivers). Includes all needed programming stuff and example source code. Author: Andreas Ralph Kleinert Path: gfx/show/SuperView/

SuperView 3.1 Graphics Viewer/Converter/Screen Grabber/Localized Graphics Viewer for the superview library (with ARexx-Support) GUI Online-Help and many other features. Converting of graphics and Screen Grabbing is also possible. When used with the superview library V3.0 the following file formats and graphic displays are supported: HeF-Formats-IFF-ILBM, IFF-ACBM, PCX, GIF-BMP (Windows), TIFF, PBM (Unix), MG (GEM), WPG (WordPerfect), C64 (Koala, Doodle), SyQ (own Format) and all OS 3 Datatypes! Displays-ECS, AGA, EGS-Cards. Author: Andreas Ralph Kleinert Path: gfx/show/SuperView/

svoJPEG 2.3 JPEG saving plug-ins for superview library V6+. Allows switching between 8 and 24 bit output via control cards, writes JPEG (24 Bit) from 1-8 and 24 bit, works offline with all tested 24 bit JPEG-s. Author: Andreas Ralph Kleinert Path: gfx/show SvoJPEG/

CardApp 1.0 Reads Writes PCMCIA cards on an Amiga Card Apps a integrated application which provides simple functionality to the CLI programs CardList, CardAdd and CardAlt. Uses the Application and App Menu like features of Workbench 2.0 (and above) to provide a simple, easy to use interface. Card App, CardList, CardAdd and CardAlt were written to enable PCMCIA cards from the Amstrad Notepad series (NC100, NC15 and NC200) to be read and written on a suitably equipped Amiga (i.e. one with a PCMCIA Card Slot, currently, still the A600 and A1200). Author: Jason R Hulance Path: misc/emu/Card/

The A64 Package 3.01d A comprehensive Commodore 64 emulator A comprehensive emulator/utility package to assist Commodore 64 users in upgrading to the Amiga. This package comprises 50+ surpasses the non-free/available packages of the same nature. Many of the Utilities require a hardware interface that allows the Amiga to access C64 peripherals such as disk drives and printers. The hardware interface available from Ques Tronix Binary only. Author: Cliff Dugan, Ques Tronix Path: misc/emu/The 64 Package/

smiley 4 Generate Explains smiley, like :-). Nice Program of David W. Sanders on. Described in his book "Smiley". Compiled with gcc by Michael Zelinski Author: David W. Sanders on Michael Zelinski Path: misc/misc Smiley/

Chem Balance 3.8 Balance chemical equations An ARexx script to balance unbalanced chemical equations. With Chem Balance in ram, enter text in ram. Chem Balance from a CLI or Shell window. A prompt should appear from which you can enter an unbalanced chemical equation to Chem Balance to try to balance. This version allows for multiple generalized hydrations. Author: Patrick Reany Path: misc/Chem Balance/

GravSim u 1.1 Excellent Gravity Simulation Package. With this software you can simulate the behavior of different bodies with different specs (masses etc.) like planets. Examples included. German version only. Translations welcome. Author: Thes Wielpot Path: misc/sciGravSim u/

GreatSASCIcons ? ? Great SAS CIcons (Mac/Windows style) A totally cool collection of icons for use with SAS C version 6.5. The icons are roughly based off of the icons included with the SAS C package. Enjoy. Everyone. These icons are by the way the "best" (much better than the earlier code edition I saw on Aminet which only included the icons for the starter project folder. Author: Jody Angle, Garrett Path: pix/icon/GreatSASCIcons/

IconPack 1.0 Complete collection of replacement icons for Packs a complete collection of replacement icons for Workbench 2 and 3. They are designed to look good on a standard four-colour, high resolution, non-interlaced screen. They are of the same shape and size and use the same colour scheme (grey, black, white and blue as the original icons. IconPack contains icons for all standard Workbench drives, plus icons for some popular PD share-ware programs, hard-disk related tools, and all usual data files (such as pictures, texts, music, etc.) IconPack also includes the iconizer, utility to make them installation images from one icon pack or other as effortless as possible. Iconizer changes only the image of icons, not all editing the tool types, position, etc. Source and destination icons can be selected either according to a script, or manually with a powerful requester support. Sporting a font-sensitive graphical user-interface, iconizer lets you see the new image and the original image side-by-side, before the installation, and lets you install or reject icons on an icon-by-icon basis. A script for iconizer is provided that installs the icons from Icon Pack to your workbench. Author: Tom Eklöf (tom@ek@kelo.uta.fi) Path: pix/iconPack/

isoicons 8 ? ? Set of 8 colour icons for WB 2.04. Well, here they are: 8-colour icons for WB 2.04. These icons are nearly exact duplicates of the 16 colour icons designed by Roger McVey, with a few additions. I don't claim to do not include, and a few edits to some of the icons that I felt could be improved. Author: Erich Penn Roger McVey Path: pix/icon Icons/

FishStuff ? ? Collection of Pictures by Pat Fish Computer Wars Art-Lumous computer wars HF-Pictures & brushes. Hardware and Operating Systems supported: Amiga, Apple, Atari, Bytemare, Mac, Microsoft Windows, OS/2 PS/2 The Amiga HECKMARK & spinning (colour cycling) BOING-balls are also present in this variety filled collection. Some of the graphics are in the style of Dim Sach's or Brad Schenck. The included Computer Grave Yard pics has a Halloween motif with digitized elements. Suitable for framing or dissection as a jig-saw puzzle. Images are also available as single-bit-plane pics, writes JPEG (24 Bit) from 1-8 and 24 bit, works offline with all tested 24 bit JPEG-s. Author: Andreas Ralph Kleinert Path: gfx/show SvoJPEG/

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CherBalance 3.8 Balance chemical equations An ARexx script to balance unbalanced chemical equations. With Chem Balance in ram, enter text in ram. Chem Balance from a CLI or Shell window. A prompt should appear from which you can enter an unbalanced chemical equation to Chem Balance to try to balance. This version allows for multiple generalized hydrations. Author: Patrick Reany Path: misc/Chem Balance/

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smiley 4 Generate Explains smiley, like :-). Nice Program of David W. Sanders on. Described in his book "Smiley". Compiled with gcc by Michael Zelinski Author: David W. Sanders on Michael Zelinski Path: misc/misc Smiley/

Chem Bal

Roland/Adom Path:dev/amg/Struct/

c2p ?? two *fast* chunky 2planar converters 8 bit planed chunky 2planar converters, one using the CPU only, the other and the second one using the CPU only. Comes with example of implementation. Author: James Mc Coull Peter Vg Gavin Conrad Sanders on Path: dev/src/C2P/

Am CD ROM 1.11 ISO 9660 standard CD ROM, files system ACD ROM disk driving system for the Amiga. It supports the ISO 9660 standard and the Rock Ridge Interchange Protocol. The CD ROM drives mounted as a DOS device (e.g. CD0:). You can access files and directories on a CD ROM disk by the usual syntax, e.g. 'type cd0:foo/readme.txt'. Author: Frank Munkert Path: disk/cdrom/

Am ISO ROM

mkisofs 1.00 Simple ISO-9660 pre-mastering utility. A pre-mastering program to generate an ISO-9660 files system. It takes a snapshot of a given directory tree, and generates a binary image which will correspond to an ISO-9660 files system when written to a block device. It is also capable of generating the System Use Sharing Protocol records specified by the Rock Ridge Interchange Protocol. This is used to put the records of the files in the ISO-9660 files system into a unix host, and provide information such as long file names, uid/gid ownership, permissions, and block and character devices. Each file written to the ISO-9660 files system must have a filename in the 8.3 format (8 characters, period, 3 characters, all upper case) even if Rock Ridge is in use. This filenames used on systems that are not able to make use of the Rock Ridge extensions (such as MS-DOS), and each filename in each directory must be different from the other filenames in the same directory. mkisofs generally tries to form correct names by forcing the unix filenames to upper case and truncating as required, but doing this may lead to unsatisfactory results when there are cases where the truncated names are not all unique. mkisofs assigns weighting to each filename, and if two names that are other wise the same are found, the name with the lower priority is renamed to have a 3 digit number as an extension (where the number is guaranteed to be unique). An example of this would be the files foo.bar and foo.bar,~1;~ the file foo.bar,~1;~ would be written as FOO.000;1 and the file foo.bar would be written as FOO.BAR;1. path is the path of the directory tree to be copied into the ISO-9660 files system. (Amiga DOS Note: The Amiga DOS port leaves the above restriction stop produce ISO-9660 level 2 compatible ISO images) Author: Eric Youngdale Frank Munkert Path: disk/cdrom/mkisofs/

AM 1.0 Maintains users and groups in multi-FSAM was written into support the multi-FS system operator's work by supplying an easy-to-use user interface based on MUI (Magic User Interface) by Stefan Stuntz. The following gives you a quick overview on AM's facilities: *localized (currently English, German, Netherlands, Norwegian, Portuguese, and Swedish catalogs) *reads and makes extensive use of MUI 2.0 (minimal library version 7+) *supports the following operations on the multi-FS system files - create new users/groups - edit any characteristics of an existing user/group - delete users/groups - temporarily ban a user from the system *automatically creates new SHOME directories and installs default files there by executing a user-supplied script *checks SHOME directories (not in optional yet) *searches multi-Partition files with fast overview information and changes them Author: Ingo Kohn Path: disk/misc/am/

AZap 2.21 Binary editor - files, memory, and devs. AZap is a new generation binary editor able to edit files, memory or devices like hard disks. It can open several windows at the same time, and while this program cannot be considered as a tool to help you to recover a disk (it has a lot of useful functions (print block, fill block, search string, etc...) Author: Denis Gounelle Path: disk/misc/am/AZap/

Disk Mon 2.8 Disk monitor - for most block devices. A Disk Monitor that works with most block devices (Floppies DF x:, PCx, MFH..., DD and HD) - hard disks including RDSK blocks, PAD, MAP, etc). Features: Block Monitor, File Monitor, MFM - Editor for Floppies, BAM - Editor, Track - Repair, Search (ASCII and HEX)... Author: Jörg Strohmayer Path: disk/misc/DiskMon/

Zap 2.4 7 Binary file editor which uses screen support. A binary file viewer/editor program. You can examine and modify the file in hexadecimal and ASCII mode. Zap keeps the file in memory, so moving in the file and searching is very fast but available memory limits the size of files that zap can handle. Runnable from the CLI or Workbench and supports public screens. Binary only. Author: Timo Rossi Path: disk/misc/Zap/

Zaphod 1.0 Binary File Editor. Zaphod is a binary file editor like FileZAP. New ZAP that runs on AmigaOS 2.0 or higher. Author: Holger Schemel Path: disk/misc/Zaphod/

Crackdown ??? A Guide of The Hacker Crackdown. In 1992 Bruce Sterling (mostly known for his SciFi) published a book called "The Hacker Crackdown". This book told about, well, hackers and crackers. -In the beginning of 1994 he released the book in electronic form, as "free anyfree ware". The original release was in ASCII format, but it was converted to TeXinfo by Joerg Heikkotter. Finally, yesterday I converted it to Amiga Guide format using makeinfo. So do not think me about anything, the largest effort I had to do was to write this readme. So enjoy the book. Author: Bruce Sterling Matt Kimball Path: docs/hyperCrackdown/

BLAZE-Humor 1.0 Humorous articles about the Amiga. A collection of 87 humorous articles about the Amiga. Features BLAZE MONGER, the most amazing computer game ever created, and many other topics. Most articles were originally posted in the USENET comp.sys.amiga newsgroups between 1990 and 1994, where they have become very popular worldwide. An Amiga Guide interface provided. Author: Daniel J. Barrett Path: docs/misc/Blaze-Humor/

Moon Rocks ??? Lunar landing type game. Recent news reports indicate that a mouse and rock star has been sighted on the moon. Your mission, if you choose to accept it, is to find the rocks star and land near him. The moon is a hazy place, so don't expect to be able to land just anywhere. You have not limit, but your fuel supply is limited. Fortunately, there's a filling station on the moon, but you'll need to be a pretty good pilot to land on it. Author: John Enright Path: game/demo/Moon Rocks/

Cydes II ??? Another *Light* Cydes game. This Light Cydes game allows you to design the course. Share your path packages with your friends. IFF: The pics must be four colour 320*256 or 320*200. Include a few more example courses. Happy cydes gaming and saving. Author: Gerald Yuen Path: game/misc/Cydes II/

Dual Maze 1.3 Solve two mazes at the same time! Solve two mazes at the same time! Single player game using the dual playfield feature of the Amiga to provide a unique challenge. Scrolling graphics, music and new mazes each time you play. Author: David A. Fugal Path: game/misc/DualMaze/

JVP 1.0 Vegas style Video Poker game. Vegas style video Poker game. Program's that interact the Function Keys, such as Machine, may interfere with the use of this program. Author: James Goodson Path: game/misc/JVP/

Planet-Fall ??? Great (and hard) Lunar Lander type game. I wove's old a great lunar lander type game, with nice sounds and fun action. Includes 68000 68020 and 68030 versions. Tested on a stock A1200, an 040 A3000, a 1/2 chip, 2-Fast A500, and an 030 A2000. Hard drive installable. Author: George Lancaster Path: game/misc/Planet-Fall/

Amiga MUD 0.5 Amiga Multi User Dungeon game. The Amiga MUD system is a software system for the Commodore Amiga line of computers. Which implements a MUD (Multi-User-Dungeon). MUDs have existed on various computer's for about 20 years, usually run at universities, some worked computers, has typical MUD, several people connected to the system at the same time and interact by typing messages and commands to the MUD. MUDs are usually setups some where like text adventures, in that they contain a small world in which the players can explore, solve puzzles, etc. MUDs add to the adventure the possibility of interaction with in the world, of the various players. Players can talk to others in the same location, they can cooperate in solving puzzles, they can compete in improving their characters or perhaps they can engage in combat, etc. The world in which the MUDs sets is chosen and built by one or more people who are the game mentors or 'wizards' or 'gods' of the MUD. MUD worlds have been set in various fictional as well as real situations, such as Star Trek, Xanth, the Disc world, etc. Other MUDs specialize in role playing, where the players pick a persona and do their best to stay with it. For example, furries on Furry MUD all pick a furred animal as their character. Many MUDs exist on the Internet, the international network of computer's, systems, mostly supported by various governments. Amiga computers are not often on this network, so they will usually get them in multiple player's through serial ports and modem's. Amiga-based BBS systems often have multiple lines, and these can be used for connections to Amiga MUD. Today, most MUD's are strictly text based. That is, users do all operations in the MUD by typing commands, and all output is via text messages. In the last couple of years, colour graphics have become quite common on home computer's and workstations. MUDs can be beginning to take advantage of that capability by introducing simple graphics output. Sound output is also possible. Amiga MUD provides graphics and sound output as a standard element. It also allows the use of the mouse and numeric keypad as input. They system mostly provides the full text input and output interfaces, however, and should be used in a text-only mode. The standard available graphics output and input commands are quite and change the nature of a MUD, and make it available to those who aren't terribly good at typing, or who prefer a more friendly with computer's. Author: Chris Gray Path: game/role/Amiga MUD/

Deep Space 1.6 Multi-Player Node Space Role Playing. Deep Space is a Multi-Player, Multi-Node Space Role Playing Game. BBS's that can run DOS doors (programs that use stdin & stdout) can run this game. Author: Todd Neumiller Darrell Neumiller Rod Whitney Darren Campbell Path: game/role/DeepSpace/

Deluxe Galaga 1.9 Game based on the game Star Battle. You are in control of a small starfighter, and your mission is to protect the earth from alien attackers. When you start, your ship have limited supply of bullets and are moving a bit too slow, but by shooting the aliens you can collect the falling bonuses and get all sorts of weapons, extra speed and a lot of other goodies. Author: Edgar M. Vigdal Path: game/shoot/Deluxe Galaga/

Five In Line 2.2 Fast-paced board game for thinking game. A board playing game has similar to Go-Moku, Renju and etc. Has many bugs and uses stolen pieces to select a playing level (player to begin & board size. Does not Amiga Guide format. Complete ly new look and feel on icon. Author: Niall Skelton Path: game/think/Five In Line/

Imperial 2.68 Board game like Shanghai. An oriental game in which you have to remove tiles from a layout (like Shanghai on Turtle). Every game has a solution and there's a layout editing. Music, preferences and loca-localization have been added. This is the full program, the difference between the Unregistered and the registered version has been eliminated. Binary only. Author: Jean-Marc Bours Path: game/think/Imperial/

Lazy Mines 1.0 Mines weeper game. Another mines weeper game for OS 2.0+. Special features: - Copy/paste numbers (OS 3.0 only). - Automatic docking. - Automatic opening. - Warnings. - Safe openings. - Use any size (m*n) of the field. - Fonts sensitive. Author: 093 kyo@nadakhise Path: game/think/Lazy Mines/

Nine Men 1.6 Tiny to get the game in and looping (Easy, Fun?) The age old game of Nine Men's Morris, in which two players move nine pieces on a board in such a way as to get three in a row. Not always as easy as it sounds. Play against the computer, or each other. Binary only, source available upon request. Author: Alvin Penner Path: game/think/NineMen/

UChess 2.88 Nobody one Amiga port of GNU chess. A powerful version of the program GnuChess version 4 PL66 for the Amiga. Plays a very strong game of chess. Code has been rewritten and data structures reorganized for optimal efficiency on 32 bit 68020 and better Amiga systems. Eval search and book engine are the same as from original port. Fully multitasking, automatically detects and supports 640*480*256 color AGA and 68040 machines, and does not stay in time BUSY wait. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow you human to play with the computer acting as a supervisor. Author: FSF Roger Uzun (amiga port + many enhancements) Path: game/think/UChess/

Yatzoo ie II AGA ??? Yatzee style game that supports AGA. Yatzoo ie a throw the dice game like you have seen before, but is faster and supports AGA. Author: Ken Winfield Path: game/think/Yatzoo ie II AGA/

Ying & Yang ??? A simple (?) sliding block puzzle. The goal is to move Ying and Yang together in perfect harmony. Is it possible? (think...) Author: Peter Jogstad Path: game/think/Yin & Yang/

3D Dots 1.0 Generates 3D SIRDS from IFF pictures. 3D Dots is another of those programs which have been showing up lately. Mostly it takes an IFF picture into a screen full of apparently random located dots. Why, you ask, would anyone want a screen full of dots? Because if you look at the dots just right, you can see the original picture again! It puts, now in three dimensions. Weird! Author: Don Hinsley Path: gfx/3d/3Dots/

Earth 1.0 Real-time animating Earth. Real-time computed rotating Earth. Use 2 joysticks to rotate and zoom around all 3 axes. Uses a database of 21836 (x,y,z) points to define the entire earth. Includes source earth image and 2 big 3D mapping programs in C. Author: Laurence Yang Path: game/misc/3dEarth/

Magic Camera 1.0 Script-based ray tracer for the Amiga. Magic Camera is a shareware script-based ray tracer for the Amiga. Features include extrusions, skins, spheres, filled polygons, complex patterns, IFF pattern mapping, textures, bump mapping, variable expressions, and built-in support for animation. Objects may be converted from 3D Dom (at magic mail) (Turbo Silver). Author: (null) Path: gfx/3d/Magic Camera/

Pov Panel 1.1a GUI for POV 2.0. A graphical user interface for the POV 2.0 renderer. Author: Colin Bell Path: gfx/3d/Pov Panel/

AGA iff 1.21. Converts IFF pics to several RAW formats. A tool that converts IFF graphics into several RAW formats, supporting the AGA and future chipsets. This is very useful for game and demo programmers. Features: Full user GUI, A Rexx Port, Command line, Assembler code, many different save formats. Manual in Amiga Guide format. Author: Michael Krause Path: gfx/aga/AGA iff/

Hectic ??? Fractal animation, 256 color AGA needed. This is an animation made by fractint 2.4 and the fractal zoom utility. The resolution is 360x280x8. (play's time with mt!) Author: tenepe@studcs.uluth.edu Path: gfx/anim/Hectic43.anim

Hoverboard ??? Animation from Back to the Future II. This as sort FMV multi screen anim of Marty McFly on a Hoverboard from the film Back to the Future Part II. It was grabbed in 16 shades of grey using the vid12 (mono-RT) digitizer on an A1200 12+HD6 MEG. You can play it back from your HD, if its fast enough, or from Ram if you give it stop slow. Ile mine. Author: Zac Gilbank's Path: gfx/anim/Hoverboard.anim

Moon Walk ??? Moon walk animation, done w/ Imagine 2.9. This is an animation of a lunar mauritaking off from the surface of the moon with his rocket pack and he flying off over some lunar mountains. The animation was made with Imagine 2.9 single frame RGB 8 24 (the non-Vertec) to HAM Interface Overscan Opt Code 5 with ADPro. I use HAM Interface Overscan because it looks quite good code in code video tape and I have an ECS A3000, no 24 bit graphics card (yet). It's over 2 MB in length. I recommend using View 3.6 to view animations and Big Anim if you don't have the memory and need to view it from a hard disk. Author: Ted Stefanik Path: gfx/anim/Moon Walk.anim

Plane View ??? 320x200x6 184 frame HAM anim of airplane. Ray traced HAM animation of an airplane. Is 184 frames in 320x200x6. Author: James Lanie Path: gfx/anim/Plane View.anim

Space Dolphin ??? Psychedelic space dolphin animation. This is a whimsical animation of a psychedelic space dolphin rolling and looping in space near Saturn. The animation was made with Imagine 2.9 and uses moving Essence textures for the psychedelic skin of the dolphin and the animation here of Saturn. It was rendered in single frame RGB 8 24 in Imagine and then converted to HAM Interface Overscan Opt Code 5 animation with ADPro. I recommend using View 3.6 for viewing to or Big Anim if you don't have the memory and have to view it from the hard disk. Author: Ted Stefanik Path: gfx/anim/Space Dolphin.anim

ITex 2 IFF 1.0 Convert pictures PC ITex <=> Amiga IFF. Converts ITex picture files to regular IFF files. (ITex pictures are a PC format created by Impulse Technologies) Author: Frederic DELACROIX Path: gfx/conv/Tex2IFF/

ReScale 1.0 Horizontally rescales IFF pictures. Horizontally rescales IFF pictures. The program is used ONLY from the CLI by giving it the names of the source and destination files, and the number of pixels per row in the destination file. The source file must be in UNCOMPRESSED IFF ILBM file. Author: Frederic DELACROIX Path: gfx/conv/rescale/

Main Adon 1.52 A modular animation package. Main Adon is a modular animation package which is able to create edit make play animations (of any size) of the provided animation modules. Modules include in this release: IFF-Anim 3/5/7/8 Brush0, FLI, FLC, DL, AVI. You also have a great number of functions to animation processing. Main Adon's also able to read and write Picture Modules: IFF, PCX, GIF, WB ICON. You can associate sound effects to every frame of your animations. Support for the Picasso II, Retina, Merlin and EGS cards is integrated. Author: Markus Moeng Path: gfx/edit/Main Adon/

Fractal 1.3 AGA WB Pub Screen fractal program. Fractal program with following features: Opens on the default public screen (initially the Workbench). Usable on any screen with at least 2 free pens. Avoids usage of all pens ever ally "obtained" upon program start (i.e. Amiga DOS 3.0 "Protected Pen from pollen). Separate user interface and drawing windows. Resizable drawing window with pointer and clock. Zoom-in and centering functions. Adjustable Zoom-Out function. Contents of drawing window can be saved to a standard IFF/ILBM file. Full Gadtools Intuition interface. Supports the following types of fractals: - Mandelbrot - Julia set - Magnetism - Lambda Exponential - Lambda Cosine - Biomorph - Plasma. All mathematics in double precision floating point. Separate

Below is a listing of the latest additions to the Fred Fish Collection. This expanding library of freely redistributable software is the work of Amiga pioneer and award winning software anthologist, Fred Fish. For a complete list of all AC, AMICUS, and Fred Fish Disks, cataloged and cross-referenced for your convenience, please consult the current ***AC's Guide To The Commodore Amiga*** available at your local Amazing Dealer.

The Following files appear on Fred Fish CD ROM July August 1994

AFile 3.12 A data file manager AFile is a data file manager, that is at only which lets you create and manage your files (addresses, video collections, clients, ...) using an intuition interface. There is no limitation to the number of fields or records. The program offers the standard printing, sorting, and importing/exporting functions. AFiles are EXXas (Is program ming language. You can create full pull marks with background picture, field positioning, checking of entered data, menus and printing customization. Author: Denis Gounelle Path: biz/dbase/AFile/

bBase II 2.1 Full Feature database program An easy to use, versatile, yet full featured database program. Search or sort on any field, print mailing labels, (un)delete records, mail merge, get reports in many formats, scramble files, flag records, and more. Fields are user-configurable so bBase can be used to keep a track of addresses, large or video collections, recipe files, or anything else you can think of - one program does it all! bBase II is a greatly enhanced successor to bBase I. Author: Robert Bromley Path: biz/dbase/bBaseII/

Butler James 3.2 Database program for address management Database program designed primarily for address management but can be used for other purposes as well. Hotkey activated allows you to send selected groups of data directly to the keyboard input stream or printer. Very user friendly, avoid having to continuously enter and re-use address into your favorite word processor for example. Compatible with OS 1.2/1.3/2.0 Author: Christoph Zens Path: biz/dbase/Butler James/

DiskArchv 1.2 Program for managing your floppy disks A program for managing your disk-collection. You can easily read in a disk-contents, comment and store them in a DiskArchv database. Wind different search mechanisms you are able to look for complete disk-contents or single file information. Many way to print out information, disk labels to. Special function for printing out labels-sheets on HP-DeskJet-printers and compatibles. Documentation in English and German. Author: Michael Köpke und Rolf Heimann Path: biz/dbase/DiskArchv/

AmiQWK 2.4 QWK Mail format offline message system QWK Mail format offline message system. Allows reading of QWK Mail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWK Mail systems for IBM and Amiga based BBSes. Author: Jim Davison Path: comm/bbs/AmiQWK/

THOR 1.22 Advanced reader for QWK HIPPO/ABBS/MBBS THOR is an offline message reader developed for saving online time while connected to BBS systems, and for building and maintaining a database of the messages from the boards. The message database has true history and offline reading, fast searching, mark and keep options. Each board has a user database with all users who has written messages. This user database can be used when sending messages. There is an optional internal full screen editor. The editor has all features needed for message editing. Both THOR and the internal editor have A rexx ports. THOR is fully compliant to the Style Guide with a resizeable, font-sensitive and configurable user interface. Supports new 3.0 features (new look menus, memory pools, interleaved screens, 24 bit palette, ...). Many useful utilities are included. Author: Eivind Nordseth Path: comm/mail/Thor/

avmNfax 1.33 Voice mail/fax/voice-capable modem This is release 1.33 of avmNfax, a voice mail/fax program that supports ZyXEL, Line Link, Dolphin modems and Rockwell modems. Supras are not supported with this release. This version includes sow fax program, printer driver, fax printer, and fax viewer. This fax program can be used with Class 1 and Class 2 fax modems. It can also be used with the voice modem shat AVM supports. It can also work in conjunction with GP Fax (or TrapFax) and AXsh (other fax programs or BBSes maybe substituted with some ARexx programming) to provide voice, fax, and data all on one line. This version is a rewrite of 2V Man (it requires MUI 1.4 or greater (tis know not to work on MUI 2.0). It supports multiple lines (if you have multiple modems of the same type). You can use avmNfax as simple answering machine with fax capabilities, or use it to provide multiple mailboxes. It can play different intro messages depending on the time of day, day of week, random, or manual selection. You can retrieve your messages remotely, etc. The caller can be told to forward to a mailbox. There are many enhancements since 1.19 was released. To reduce setup time, I highly recommend that you use get the pre-recorded English voice files. Look for anything that starts with AVMV (ie AVMVEngCVSD7.20.iff a AVMVEngADPCV(2hz.etc). Author: Al Vlarca Path: comm/misc/avmNfax/

ACE-AG-docs ?? Three docs for the Amiga Basic Compile Co mpiler shree Amiga Guide documents for the Hee Ware Amiga BASIC compiler ACE version 2.0 - ACE-GUIDE: General docs for ACE (from ace.doc) - REF-GUIDE: ACE language reference (from ref.doc) - AIDE-GUIDE: Graphical front-end docs (from aide.doc) Author: John Silwinter Path: dev/ace/ACE-AG-Docs/

CPump 1.7 Configurable GUI for various C-compilers An Amiga Intuition-based GUI that provides a C program mer given mention for several of the freely distributable C compilers and various utilities. Author: David A Fraught Path: dev/CPump/

Curses 1.4 Link libof standard "curses" functions A link library containing many of the terminal independent standard curses functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. Includes examples. Author: Simon John Raybould Path: dev/Curses/

Date 33.0 8 A set of routines for calculating dates A collection of routines for calculating dates. I have included 52 routines like checking for a leap year or calculating the easter sunday! Have a look at this.) Requires ONLY an ANSI C-Compiler or a C++ Compiler - this means that you could use the C-Source on ALL (hopeso) computer-systems!! Author: Kai-Hormann Path: dev/Date/

VisualMaker 1.0 GUI DMakefile maker for DICE A Tool for automatical generating a DMakefile for DICE. Make utility. Features include a fully graphical user interface, automatics scanning of source files for header file dependancies and handling of precompiled header dependancies. Supports all DICE compiler options and use symbol names and variable assignments in the output file, grouping all files with the same options together. Takes into account the environment variable DOCOPTS. Author: David Lubben Path: dev/VisualMaker/

ADev11 ?? Complete development system 68HC11 CPU A complete development system for Motorola 68HC11 processor, including a macro assembler, linker, librarian, downloader and disassembler. Supports multiple source files and multiple relocatable segments per file. Author: Stan Burton Path: dev/boss/ADev11/

CodeWatcher 1.4 Keeps track of allocated resources Launches programs and keeps track of all visible allocated resources. Produces a report of allocated resources that were used and those that were not freed on exit. This program was developed by Michael Pilkins, programmer of Calgary. He made Code Watcher freely available at no time again on BIX, but it still is a program that every programmer should use. Author: Michael Pilkins Path: dev/debug/CodeWatcher/

Designer 1.42 GUI Creator for C & HS-Pascal, V1.42 The Designer is a tool which makes programming of user interfaces large easier. It allows you to create Windows and Menus which can then be turned into source code by the Producers. At present there are two producers: the C Producer and the Pas Producer; more producers may become available in the future. The Designer supports the importing of images which can then be used in windows or menus as well as being placed in the produced source code for your use. Menus are created using the Gad Tools library and support V38+ features, text and image items are allowed, keyboard shortcuts and mutualexclusion are supported along with all standard flags, localization of menus is easily added. Menus are all New Look menus in V38+. Windows are the main part of the Designer. You can create a standard Gad Tools Gadgets and mutual Exclean Gadgets with a selection of options. Text and images can also be placed on the window as you choose. Extensive options are available to edit the code produced which should cover most eventualities. A most all tags for windows and gadgets are supported including many V38+ tags. The Designer can produce IDCMP handling routines for windows and menus and can generate a main file which in many cases will allow the production of an entire program, the program merjust has to fill in the gaps. In V1.4 Gad Tools Boxes is can now be imported to allow enhancements to your previous creations. Full locale support is now included to make programming in multiple languages as easy as possible. Registered users can upgrade to the latest version by using the latest demo version. Extensive on line help is available using an image guide library, this must be available for this feature. Author: Ian O'Connor Path: dev/guDesigner/Demo/

MUI 2.1 Object oriented graphical user interface An object oriented system to create and maintaining graphical user interfaces. From a programmer's point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing, fonts sensitivity is simply not necessary. On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a program's interface according to their personal taste. Includes developers support package and several demos. Author: Stefan Stuntz Path: dev/gui/MUI/

Triton 1.0 An object oriented GUI creation system A standard Amiga shared library. Triton makes it much easier to create good-looking programs (GUIs) than Gad Tools BOOPSI or other systems. The most important features are: - Object oriented system - Automatically Font sensitive, fonts adaptive - Automatic keyboard shortcuts to create all window actions - *Really* easy to use - Beautiful OS 2.x/3.x look - Comes as a freely distributable shared library - Size: Though Triton is very powerful it is a shared library of less than 40 KB. You do not need any start up procs, editors, BOOPSI classes or other things. It's the Triton among the minnows of GUI creation systems. - Resizeability of windows, where everything is applicable - No large stacks required By using Triton you don't have to worry about otherwise very time-consuming things like font-sensitivity and resizeability of your windows. What is even more important is that you can easily change your user interfaces later without having to rearrange display objects. Simply add an object to a group and the whole GUI will adapt to make room for it. The usage of a Triton GUI should be pretty clear. All windows have two additional keyboard shortcuts (in note-pad) is added by the application): Esc will simulate the close window gadget and Del will simulate the resize window gadget. In palette, slider, scroller and similar gadgets, with an up/down facility you can use the shifted shortcuts to decrease the value. Author: Stefan Zeiger Path: dev/gui/Triton/

VisualArts 1.0 A powerful GUI designer A new powerful GUI designer. Features includes: Menu and List manager, Object Master, Inserts custom code snippets, Gad Tools or Gad Tool Menu items, primitive drawing tools such as rectangle, circle and lines, Supports App Window and MUI Processing windows. A intuitive interface unlike other GUIs, unlimited windows can be opened, supports PAL NTSC EURO VGA AGA Screen modes, user preference, automatic history and time intervals saving, user configurable source output and many more features. Author: Danny Y. Wong Path: dev/gui/VisualArts/

AForth 1.4 AFORTH-79 Std implementation for AMIGA AFORTH is an implementation of the FORTH programming language for the Commodore Amiga. It adheres very closely to the FORTH-79 standards defined by the FORTH Standards Team. Author: Steve Martin Path: dev/lang/AForth/

ALSt 3.04 Amiga Little Smalltalk version 3.04 Amiga Little Smalltalk version 3.04. A port of Timothy Budd's version 3 of Little Smalltalk. The first port of version 3 to the Amiga (that I know of) was by Dan Griffin. This port adds to that one the use of Guido van Rossum's Standard Window Toolbox. Also provides a simple ANSI character and escape code based window handling. This allows Amiga Little Smalltalk to include a class method browser and an integrated text editor. Although the window handling facility is a bit slow, it makes this version much better learning tool than previous ports. Author: Tim Budd, Dan Griffin, David A Fraught Path: dev/lang/ALSt/

Struct 1.0 Structured programming language compiler Struct compiler, version 1.0. Struct is a programming language designed for speed. Register variables are an integral part of the language and are under the direct control of the programmer. Documentation and example programs included. Author: